

Cmd	Page	Purpose
SETCOL	16.15	Modify values held in memory page of column looking table without affecting the table itself
UPDATE	16.14	To make a particular page and column look table specific by PLOT, LINE or FILE
VIEW	16.16	Transfer values changes specified by SETCOL to column looking table

HIGHLIGHT Level 2 only

CHARACT	17.5	Define magnification of plotted characters
COPY	17.4	Make copy of a screen
DEFORAM	17.6	Define characters for use by PLOT
DUMP	17.7	Copy a rectangle from the screen to the printer
PAGEIN	17.8	Define size of page printed from the screen
PRINTIN	17.10	Define printer type and print density
REDOT	17.14	Reset the logical intensity of a point
SHADING	17.10	Define shading patterns
STPLOTT	17.10	Plot a character string

PREDEFINED VARIABLES

EE	9.6	Value = 1.70100	V.6 only
PI	9.6	Value = 3.14159	V.6 only

OPERATORS

+	String concatenation	
*	Exponentiation	
-	Signum	
+ /	Math operation, division	
MOD	Modulus Arithmetic	V.6 only
+ -	Addition, subtraction	
MIN	Minimum	V.6 only
MAX	Maximum	V.6 only
< > = <= >= <=	Relational operators	
NOT	Logical negation	
AND	Logical AND	
OR	Logical OR	
XOR	Logical Exclusive OR	V.6 only

CONTROL CHARACTERS

The control characters marked * act as toggles on the features they control. Typing them either activates or deactivates the feature.

CTRL-B *	Toggle screen scrolling (ONCE all characters only)
CTRL-A *	Toggle scrolling
CTRL-C	Return to CPM (after check)
CTRL-E *	Toggle screen output to printer
CTRL-T	Enter (root, post) to root check
CTRL-L	Clear screen, cursor to top left
CTRL-M	Clear screen, cursor to top left
CTRL-N	Terminate Line
CTRL-O *	Toggle screen output to printer
CTRL-Q	Resume execution after CTRL-B
CTRL-S	Suspend program execution
CTRL-V	Enter current line
CTRL-Z	Interrupt execution of program, enter line
DEL	Delete previous character

RESEARCH MACHINES
MICROCOMPUTER SYSTEMSExtended BASIC for
Data and Network SystemsExtended BASIC Versions 5 & 6
REFERENCE CARD

PR10050 Revision 1

Command	Page	Purpose	
AND	9.2	Logical AND operator	
ARG	9.6	Logical AND operator	
ASC	9.7	Convert character to number	
ATN	9.3	Arctangent	
ATTRB	15.9	Assign attributes set	
AUTO-	4.2	Automatic line numbering	V.6 only
BYE	10.0	Return to CPM	
CALL	10.8	Call machine language instruction	
CHRN	9.7	Convert number to character	
CLAMP	9.0	Exclude variables, not string, then 2-scale space	
CLDSE	10.0	Close files	
CLDSE #	10.0	Close file	V.6 only
CLDSE INPUT	10.0	Close input files	
CLDSE INPUT #	10.0	Close input file	V.6 only
CONT	4.2	Continue execution after <CTRL-B>, STOP or END	V.6 only
COPY	17.4	Copy a group of program lines	V.6 only
COS	9.1	Cosine	
CREATE	12.0	Create file for output	
DATA	4.0	Define constants	
DEF	9.1	User defined function or procedure	
DELETE	4.2	Delete program lines	
DIS	9.2	Dimension array	
DIR	4.4	Get file directory	
EDIT	9.1	Invoke the line editor	
ELSE	9.2	Statement, executed if condition is not true	
END	10.0	End of program	
EOF	12.7	Generate end of file condition	
EOF #	12.5	Generate end of file condition	V.6 only
ERASE	4.4	Erase file	
ERR	9.0	Line number of last error	
ERR	9.0	Error number of last error	
ERROR	9.0	Generate error	
EXCHANGE	9.0	Exchange values of two variables	V.6 only
EXP	9.0	Exponential function	
FOO	9.10	Return from loop during	V.6 only
FOR	10.10	Return out of a function across file	V.6 only
FN	9.1	User defined function	
FOR	9.4	Set up loop	
FP00	10.10	Return without RA record number	V.6 only
FREE	9.1	Return free memory in string space	
FREE	9.0	Free program in internal format	
GET	10.0	Single character input	
GETS	10.0	Single character input	
GRAPH	11.1	Set, graph or tank mode	
GOSUB	9.1	Call a subroutine	
GOTO	9.1	Transfer control to another line	
HEX	9.0	Convert to hexadecimal	
IF	9.2	Conditional test	
IMAGE	10.0	Printed representation for output	V.6 only
IMP	10.0	Input from an I/O port	
INPUT	7.1	Input data from the keyboard	

Command	Page	Purpose	
INPUT #	12.4	Input data from a file	
INPUT LINE	9.8	Input entire line from keyboard	
INPUT LINE #	12.4	Input entire line from file	
ISIZE	9.9	Search for a substring	V/E only
INT	9.3	Truncate to integer	
INTL	18.3	Declare array	V/E only
LEFT	9.9	Extract left portion of a string	
LEN	9.9	Get length of a string	
LET	9.3	Assign to variable	
LIST	12.4	Print a line	
LIST	4.6	List programs on console	
LIST	4.9	List programs on printer	
LISTEN	18.3	List variables on printer	
LISTL	7.9	Set mode for printer	
LOAD	4.8	Load programs from disk	
LOAD*	4.8	Load internal format file	
LOADING	4.8	Load and execute program	
LOCAL	9.15	Define local variable for FOR/NEXT	V/E only
LOCAL PRINTER	4.9	Set up printer option	
LOCK	12.11	Prevent access by other network users	V/E only
LOCK	9.3	Match of operands	
LOOKUP	12.3	Test whether file exists	
LOC	7.6	Returns current position of printer head	
LOOPT	7.4	Output to printer	
LTRACE	18.3	Set line number trace on printer	
LYEN	18.8	Print variable on console	
LYENH	7.5	Get width of printer	
MAX	9.4	Returns the maximum of two values	V/E only
MERGE	4.7	Merge programs	
MERGE*	4.7	Merge and execute programs	
MID	9.4	Returns middle of a string	
MIN	9.5	Returns the minimum of two values	V/E only
MOD	9.5	Returns a modulus value	V/E only
NETWORK PRINTER	4.9	Set up printer option	
NEW	4.5	Clear all program statements and variables	
NEXT	9.4	Returns to beginning of a loop	
NOT	7.8	Logical NOT operator	
NULL	7.4	Set mode for console	
ON	9.9	Indexed transfer of control	
ON BREAK	9.9	Trap console interrupt	
ON EOF	18.7	Trap end of file	
ON EOF #	18.7	Trap end of file	V/E only
ON ERROR	9.9	Trap error condition	
OPEN	12.3	Open file for reading	
OR	7.8	Logical OR operator	
OUT	18.5	Output to an I/O port	
PEEK	18.4	Retrieve data from a memory location	
PRINT	11.2	Printing characters or data	
POINT	11.6	Test screen location	
POINTS	11.6	Test screen location	
POKE	18.4	Change a memory location	
POS	7.4	Returns current console character position	
PRINT	7.3	Output to console	
PRINT #	12.5	Output to a file	
PRINTER	4.9	Set up printer option	
PROG	9.19	Single channel printer	V/E only
PUT	12.5	Single character output	
QUOTE	12.4	Set string quote mode/output	
RANDOM	12.4	Generate, or open, a random access file	V/E only

Command	Page	Purpose	
RANDOMIZE	12.3	Change seed used by random number generator	
READ	9.4	Read data from a DATA statement to a variable	
READ #	12.6	Read from random access file	V/E only
REM	18.1	Remark or comment	
RENAME	4.5	Rename file	
RENUMBER	4.9	Renumber program and change line number references	
RESET	4.10	Initialize disk	
RESTORE	9.4	Reset data pointer	
RESUME	9.8	Resume execution after error	
RETURN	9.7	Return control back from a subprogram	
RIGHT	9.8	Extract right portion of a string	
RLIN	12.14	Return record length of R/A file	V/E only
RND	9.3	Random number	
RPOKE	18.14	Resuming space in a record	V/E only
RUN	4.10	Start execution of program	
SAVE	4.11	Write a copy of the program to a file	
SCAN	9.8	Get sign of expression	
SEEK	9.1	Set	
SPACE\$	9.10	Return a string of spaces	V/E only
SPC	7.4	Print spaces	
STOP	9.2	Interrupt	
STEP	9.4	Set PCN increment	
STOP	18.1	Terminate program execution	
STR\$	9.8	Convert value to string	
STRINGS	9.11	Return a computed string	V/E only
TAB	7.4	Tabulate to column	
TABN	9.1	Tabulate	
TEXT	12.3	Set text mode	
THEN	9.5	Statement executed if condition is true	
TO	9.4	Set upper limit in FOR statement	
TRACE	18.3	Set line number trace	
TRP	18.12	Retrieve data type from R/A file	V/E only
UNLOCK	12.11	Allow access by other network users	V/E only
UNLOCK	18.1	Remove specification for unit pos	V/E only
UNTIL	18.7	Loop provided machine code routine	
VAL	9.7	Convert string to number	
VARIABLE	18.6	Get variable address	
WAIT	18.3	Wait for input signal bit	
WIDTH	7.5	Set width of records	
WRITE #	12.5	Write to a random access file	V/E only
WRITE	9.8	Write to an output system	V/E only
?	7.4	Equivalent to PRINT	
?	18.1	Term of command	V/E only
command	4.8	Term of line number	V/E only

Command	Page	Purpose
RED CALLS		
CLERK	18.2	Clear current page and move
COLOR	18.2	Set the initial intensity or color displayed that
		corresponds to the specified logical intensity
DISPLAY	18.2	Specify the page and view to be displayed
FILL	18.4	Fill the given rectangle
GRAPH	18.7	Load HRC memory from a file
GRAPH*	18.8	Save HRC memory to a disk file
LINE	18.8	Draw a line from the current position to given point
OFFSET	18.10	Change coordinates of bottom-left corner of screen
POINT	18.1	Find a point on the screen
RESOLUTION	18.12	Define resolution and set number of horizontal